**Designing a Computer Game**

There are many kinds of computer games. The kinds of games that we will make in this class will be games where the object is to touch something (or things), or avoid something (or things), or a combination of both.

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| 1. Where does the game  take place? |  |
| 2. Who is the main player  character? What will the  sprite look like? |  |
| 3. What is the story in your  game?  What problem is getting  solved or goal is being  met by the player? |  |
| 4. What does the player  sprite want to touch?  What happens when the  player touches this sprite  or color? |  |
| 5. What does the player  sprite want to avoid  touching?  What happens when the  player touches |  |
| 6. How does a player win?  What happens when the  player wins? |  |

**Step 2: Plan what your main pages will look like. Make sketches here.**

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| **Introduction background and rules** |
| **Main game scene** |
| **Final “you win” scene** |

**Step 3: Talk about your idea and plans with a teacher, then start your game.**